

Status Report

Date: May 21, 2021

To: Rohit Suresh

From: Rohit Suresh

Subject: Status Report May 14 - May 21

Accomplishments: Completed a computer player, which uses probabilistic modelling to make major decisions (sell and auction), but uses random numbers to make other decisions (buying). Completed the HashMaps for all properties on the board and added the GUI components associated with them (invisible buttons). Confirmed that bare bones play is bug-free.

Problems/Risks: I reverted to using randomness to control the computer player because it would be hard to create a set of complex rules for the computer to play off (after all, monopoly hasn't been solved). Consequently, minor, yet impactful decisions are randomly made. Despite this, simple decisions such as those involving managing a "budget" to spend on the board were easier to implement. The computer player does not use the GUI interface, so I ran into some problems detaching the computer player from the framework that was originally built for human interaction.

Next Steps: Add documentation and perform more technical debugging (especially with decision making options as not all of them are applicable in all situations; thus, they raise errors).

